

Please amend the claims as follows:

1.(Currently Amended) A method for reducing the cost of sending messages over an intermittent network of computing devices via one or more communication channels, the method comprising the steps of:

(a) creating a first message on a first device, the message intended to be sent to a second device over the network via at least one channel;

(b) applying a first policy to reduce the cost of sending messages over the intermittent network of computing devices, the first policy containing one or more rules to determine whether to send the first message to the second device, each rule being a function of one or more messaging attributes of messages, channels or the system environment; and

(c) dynamically updating the first policy by sending a second message to the first device, the second message being a system message that results in the addition, deletion or other modification of the rules contained in the policy to reduce the cost of sending messages over the intermittent network of computing devices.

2. (Original) The method of Claim 1 wherein the first device is a server device and the second device is a client device.

3. (Withdrawn) ~~A method for implementing efficient guaranteed transactional messaging on an intermittent network of computing devices, the method comprising the steps of:~~

~~(a) — creating a first transaction on a first device, the first transaction including one or more messages intended to be exchanged with a second device over the network;~~

5 (b) ~~—creating a first device queue on the first device, the first device queue reflecting the current status of the first transaction, including which messages of the first transaction have been successfully or unsuccessfully sent or received;~~

10 (c) ~~—creating a second device queue on the second device, the second device queue reflecting the current status of the first transaction, including which messages of the first transaction have been successfully or unsuccessfully sent or received; and~~

15 (d) ~~—guaranteeing receipt by the first device of a notification that a message of the first transaction sent by the first device was successfully or unsuccessfully received by the second device, even in the event that the first device or the second device loses network connectivity prior to the first device receiving such notification.~~

20 4. (Withdrawn) ~~The method of Claim 3 wherein the first device is a server device and the second device is a client device.~~

25 5. (New) The method of claim 1, comprising creating a first transaction on the first device, the first transaction including one or more messages intended to be exchanged with the second device over the intermittent network.

30 6. (New) The method of claim 1, comprising creating a first device queue on the first device, the first device queue reflecting the current status of the first transaction, including which messages of the first transaction have been successfully or unsuccessfully sent or received.

7. (New) The method of claim 1, comprising creating a second device queue on the second device, the second device queue reflecting the current status of a first transaction, including which messages of the first transaction have been successfully or unsuccessfully sent or received.

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8. (New) The method of claim 1, comprising guaranteeing receipt by the first device of a notification that a message of a first transaction sent by the first device was successfully or unsuccessfully received by the second device, even in the event that the first device or the second device loses network connectivity prior to the first device receiving such notification.

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9. (New) The method of claim 1 wherein the first device is a server device and the second device is a client device.

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10. (New) The method of claim 1, comprising providing bi-directional messaging between wireless/mobile devices and enterprise server applications.

11. (New) The method of claim 10, wherein the bi-directional messaging is achieved using a server-initiated push.

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12. (New) The method of claim 11, wherein the server initiated push comprises one of: modem signaling, http listening, short messaging system (SMS), polling using an efficient decaying algorithm.

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11. (New) The method of claim 11, wherein a transaction is achieved between a client and a server by breaking up a transmission sequence such that the client does not have to wait until the transaction is completed before relinquishing the network connection.

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12. (New) The method of claim 1, comprising performing asynchronous messaging, wherein a message is persistent and sent to a next stage without waiting.

13. (New) The method of claim 1, comprising receiving a reply from a server to a client as an asynchronous message to complete the transaction.

14. (New) The method of claim 1, comprising automatically detecting networks by observing changes in the TCP/IP route table and a default route.

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15. (New) The method of claim 1, comprising determining service providers by using identification servers accessible only in specific networks.

16. (New) The method of claim 1, comprising forming one or more transmission rules using regular expressions to combine system, message and channel parameters.

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17. (New) The method of claim 1, comprising generating loosely coupled client-server applications by declarative programming using relating business objects and graphical objects and mapping the objects into messages using properties sheets.

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18. (New) The method of claim 1, comprising performing conflict-free database synchronization by assigning a master database and designating other databases as slave databases.

19. (New) The method of claim 18, wherein updates to the slave databases are considered pending until confirmed by the master database.

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20. (New) The method of claim 1, comprising communicating using a lightweight LUCID (Logic Up, Consistent Information Down) model.

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21. (New) The method of claim 20, comprising sending acknowledgement messages instead of a reply record.